

CURSOR

NEWSLETTER of the COMMODORE COMPUTER USERS GROUP (QLD) INC.

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CLUB ROOMS: Bardon Prof. Dev. Cnt. - 390 Simpsons Road and Carwoola Street - Bardon

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MEETINGS - WHERE & WHEN

MAIN MEETING: Tuesday 7th April 1987 in the Bardon Prof. Dev. Ctr. 390 Simpsons Rd. Bardon. Entrance through car park in Garwoola St. Doors open 7pm (library), Meeting starts at 8pm sharp. Library closes at 9.30pm.

***** *Primary Education Software Night.* *****

WORKSHOP: Sunday 12th April 1987 (1pm - 5pm) in the Guidance Officers Training Ctr., Bayswater St. Milton. Bring your programming- or hardware problems, as well as your own computer equipment! Opportunity to copy our Public Domain Disks.
PLEASE NOTE: Workshop Meetings are for MEMBERS ONLY! Ph. Colin Shipley - 38 2511 a.h.

AMIGA MEETING: Sunday 26th April 1987 (1pm - 5pm) in the Guidance Officers Training Ctr, Bayswater St. Milton. ***** *Beginners Session: AMIGA DOS and CLI* *****
Bring your own computer equipment! - Ph. Steve McNamee - 262 1127 a.h.

REGIONAL MEETINGS

CANNON HILL meets on the 4th Saturday of the month (12noon - 12pm) in the Cannon Hill State School. Ph. Barry Wilson - 399 6204 a.h. or Ron Jarvis - 399 6981 a.h.

CAPALABA meets on the 3rd Saturday of the month (1pm - 5pm) in the Capalaba State High School. Ph. Ray Clark - *** **** a.h.

KENMORE meets on the 1st Sunday of the month (1pm - 5pm) in the Kenmore State School Library. Ph. Peter Reeve - 378 2665 a.h. or Keith Hadland - 378 6698 a.h.

KINGSTON meets on the 2nd Friday of the month (7pm - 10pm) in the Kingston State School. Ph. Peter Harker - 800 4929 a.h.

PINE RIVERS meets on the 2nd Sunday of the month in the Strathpine High School. (rear entrance). Ph. Bruce Wylie - 359 9779 a.h.

SHERWOOD meets on the 2nd & 4th Friday of the month (7.30pm) in the Graceville State School. Ph. Leigh Winsor - 379 2405 a.h. or Philip Parkin - 818 1172 a.h.

THE GAP meets on the 3rd Wednesday of the month (7.30pm) in the Gap State School. Ph. Julianne Fallen - 300 2982 a.h.

WAVELL HEIGHTS meets on the 2nd Tuesday of the month in the Wavell Heights High School (library), Brae St. Ph. Rob Adamson - 266 8353 a.h.

CALOUNDRA meets monthly in various locations. For meeting times and dates:
Ph. Vic Mobbs - 071 / 94 1330

MARYBOROUGH/HERVEY BAY meets on the 4th Monday of the month (7pm - 10 pm) in the Sunbury State School, Alice St. Ph. Terry Baade - 071 / 21 2271 (w) or 071/21 5059 a.h.

SPECIAL INTEREST GROUPS

PRIMARY EDUCATION SUB-GROUP meets on the 3rd Tuesday of the month (7.30pm) in the Aspley State School. Ph. Bill Weeks - 208 8620 (work) or 341 2823 a.h.

PROGRAMMING SUB-GROUP meets during the Main Meeting in our Club Rooms.
Ph. Jim Vick - 345 1878 a.h. or Tom Kelly - 277 9900 a.h.

CP/M SUB-GROUP meets during the Main Meeting in our Club Rooms.
Ph. Regan Russell - 848 1353 a.h. or Steinar Johansen - 207 3065 a.h.

PLEASE NOTE: COPYING OF COMMERCIAL SOFTWARE IS NOT ALLOWED AT ANY OF OUR MEETINGS!!!

Do you want to form a Sub-Group in your District?

Contact our Sub-Group Coordinator, Terry Steer (Ph. 808 2424 a.h.) for details.

EDITOR'S NOTES

REPEAT PERFORMANCE

It seems that on an average every six months I have to remind my fellow members that the quality of this newsletter depends on their contributions.

You may find that, apart from some articles by a few regular contributors, a lot of space has been devoted to Amiga articles in this issue. If you feel that such a situation does not reflect the true state of our membership, you are darned right!

Considering that we now have some 700 members, one would expect at least an occasional contribution by at least 10% of our members. The true fact is that no more than ONE PERCENT of our members contribute to this newsletter, and that is a pretty sad state of affairs.

The situation can probably be summed up in one word: *Lethargy*. Typical examples are the two columns we have run for some time now, namely the 64 000 Byte Question and the Games Corner. Both columnist, in their own way, have been trying hard to get some sort of response from their fellow members. Up till now the results have been extremely disappointing to say the least. Phil Guerny has decided not to carry on with the '64 000 Byte Question' as the response has been dismal to say the least. I, for one completely agree with Phil, and I wouldn't be at all surprised if our other columnist, Jamie Ogden, would followed suit.

The simple fact is that the reason for the present success of our group is the hard work put in by a very small band of dedicated workers. If, through frustration or mental exhaustion, they decide not to stand for re-election later this year, the result will be a total collapse of this group. Exaggerated? No, not really. I can quote you several examples of Users Groups throughout Australia which at one stage had a membership far in excess of ours but, when the committee members who built up those groups resigned, have since gone into a spectacular decline.

I thoroughly enjoy the editing of this newsletter. To me it represents a challenge which has to be met. It is very time consuming, but time is one commodity I am not short of. However without input from our members there is just no reason to carry on with the job. Does this sound like a threat? You bet it does! I am quite prepared to resign from the position of editor at the next Annual General Meeting. At least I can then devote some time to really get to grips with my new computer. However I am not a quitter and I'd much rather carry on trying to make this the best newsletter in the land.

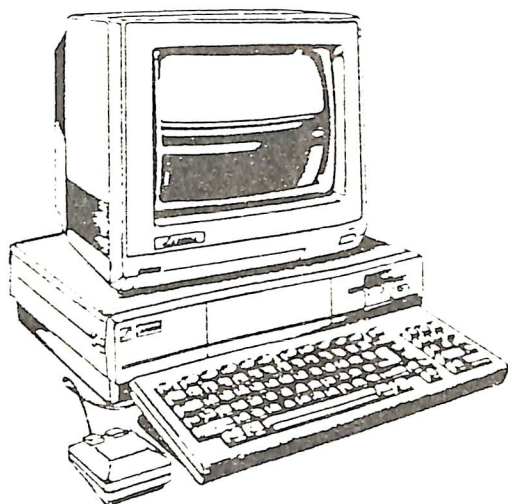
So it really boils down to this: You - yes I mean you out there, get your finger out and start doing something for your Group! Remember the old saying: "You get as much out of it as you are prepared to put into it". For a start how about dropping me a few lines with your comments on your newsletter? What do you like or dislike about it? What sort of articles do you want to see in "Cursor"? No, I'm not looking for pats on the back - just a few lines with some constructive comments. DON'T PUT IT OFF, DO IT RIGHT NOW AND POST IT TO ME!

And haven't you bought some new programs or computer books lately? How about letting your fellow members know what you think of them? Good, bad or indifferent views will all be acceptable! So you say or feel that you aren't a writer. So what - we'll lick it into some sort of shape. The main thing is to CONTRIBUTE!

Ralph De Vries

SOFTWARE:

GAMES
EDUCATION
BUSINESS



ACCESSORIES:

DISKS
PAPER
FORMS
PRINTERS
FURNITURE
ETC.



SPECIALS OF THE MONTH:

C-64 and C-128 SOFTWARE - 50% OFF LIST PRICE
AMIGA SOFTWARE - 25% OFF LIST PRICE
1901 COLOUR MONITOR - \$459.00



Sundown Computer Centre

744 GYMPIE ROAD
CHERMSIDE 4032

TELEPHONE (07) 350 3344

Contact: Phil Stafford, Les Van Tavier or Roz Winterton

REMEMBER — WE ARE COMPUTER SPECIALISTS!

AMIGA MEETING (22nd February)

A very well attended meeting which was only marred by the lack of tables, thus causing a certain amount of head-scratching where to put all that lovely Amiga gear. Another six new members signed up and we are now well past the 50 mark. Geoff Black, our librarian, has been brainwashed by chief librarian Maurie Hawkyard and now has instituted the system of the \$5.00 library bond (refundable when members cease to use the library), as well as library cards. Books and Magazines can only be borrowed for one month - if unable to attend the following meeting the borrowed article(s) should be posted back to the Group's P.O. Box. Steve McNamee was 'interviewed' by the editor on Kickstart/Workbench 1.2, which produced a fair few reactions from the floor. We hope to continue this question and answer approach during future meetings.

MAIN MEETING (10th March)

This belated meeting was very well attended as usual. (We heard that quite a few members turned up on the 3rd March; that's what happens if you don't read your newsletter!). The President gave a quick run-down of the three new GEOS application packs to be added to the library (reviews to follow) and stressed in passing that they seemed to be rather over-priced (\$84.00 ea). Everybody agreed! Our main demo was given by the terrible twins from the Gold Coast, Stuart Burrows and Ralph Down from Cockroach Software, who demonstrated their new GRAPHICS PIRATE (awful name!), their very clever graphics grabber- and converter. It is hoped to have a full review of this very nice cartridge-based software in a future issue of this newsletter.

The meeting closed at 10pm.

ABOUT TV'S & MONITORS

Wayne Schafer of Tewantin asked for an article on the differences between TV sets, monitors, analogue and digital RGB etc. We have commissioned one of our 'experts' on the subject to write such an article and we hope to publish it in the near future.

C.C.U.G. LOGO

Suggestions on what we should be doing with our logo haven't gone beyond T-shirts and stickers/transfers. We did get a suggestion by somebody called "Anon", but as our group's database shows that we have no members listed under this name, we can safely ignore his/her suggestion.

COMMODORE REMAINS PROFITABLE

Commodore International has posted a A\$33 million dollar net profit for the first half of their 1986-87 financial year. On the local scene Commodore claims a 30 % sales increase, including sales of 45 000 64C computers over the Christmas period. Sales of the Amiga and PC10 and PC20 have been very healthy as well.

Mr. Thomas J. Rattigan, Commodore International President and Chief Executive Officer, will be visiting Sydney in March. His visit will coincide with the release / preview of new Amiga and PC models.

NEW GEOS PACKAGES

Arrived in Australia at last are 'DESPACK 1', 'WRITER'S WORKSHOP' and 'GEODEX'. Expect full reviews of these in a future issue of this newsletter.

WHAT'S NEW AT COMMODORE

There have been more rumours about new models of the Amiga in the computer press than we have members! Well, at long last we have seen the specifications for the new models "500" and "2000", which will be shown in the latter part of March to invited guests only during the Sydney computer show. As for prices and release dates, we haven't got a clue; release dates quoted have varied between March and August!

We feel that at this stage it is irresponsible to quote the full set of specs, as these have a habit of changing, but here are a few facts:

MODEL 500: 512K RAM - Kickstart built into ROM. Expandable up to 9 Mb.
Same interface ports as Model 1000. Built-in 3,5" Drive (880K.)
External Power supply with on/off switch. Price?: Who knows!

Model 2000: 1 Mb RAM - Kickstart built into ROM - Expandable up to 9 Mb.
Same interface ports as Model 1000. Comes with one built-in 3,5" drive as standard, but has slots for 5,25" drives, hard disks etc.
This model comes with the standard 68000 processor, but has system slots for 68020/68881 expansion, as well as IBM/PC and IBM/AT system slots. (Please note that separate boards will have to be purchased in the future before you can run this model as an IBM clone!)
Price?: See our comments on the Model 500!

Well, there you have it. Perhaps by the time you'll read this one or both may well have been released, which means that you will know more than we do at this stage!

However we don't accept any responsibility if we've got our facts wrong!

A question that has arisen is: "What will happen to the current model (Model 1000) when the new ones are released?" Again, depending on price, this is difficult to answer, as it seems that the model 500 is extremely similar to the model 1000. Perhaps a gradual phasing out?

The following information comes from the USA (Consumer Electronics Show Report):

The two Amiga's mentioned above were not shown to the public at large - only selected dealers and the computer press were given a sneak preview. On display were the IBM clones, the PC-10 and PC-20, and another sneak preview of the PC-40, which is a PC-AT compatible machine. Also seen for the first time in the USA was the C-128D computer, which will go on sale later in 1987. Apparently they couldn't get FCC approval last year, so they had to re-design it quite extensively.

For the C-64 and C-128 Commodore has finally released in the USA the 1581 drive for 3,5" disks. It is three times faster than the 1541 and has a storage capacity of 800K. Suggested US price is \$399.00. Will we see it in Australia? For the C-64 there was the release of the 1764 Memory Expander, which gives you an extra 256K at a US price of \$129.00. Commodore claims that they have now sold 1 million C-128 computers and that the 64 sales are so good that they feel now that it will sell till the 1990's. That is good news indeed for 64 owners. All in all, with three financially successful quarters behind them Commodore seem well on the way to recovery.

Amongst Non-Commodore products worthy of note we mention: New GEOS programs - GEOFile and GEOCalc for the C-64, as well a preview of GEOS for the C-128 in 80 column mode. (Don't expect this one till late 87.) Hard Disk Drives for C-64/C-128 by JCT and Xetec, and a new laser printer by Okidata which will retail in the USA for under \$2000.00.

Well, there you have it. Start saving up or win the Pools!

NAUGHTY NAUGHTY DEPT.

The argument about software copy protection rages on. Hand in hand with this argument goes the release of more and more copy programs to allow the user to make backup copies of his original (read: heavily protected) software. One of the latest

of these to surface in the USA is a program called 'Kracker Jax', a series of five disks. The difference with this copy program is that it actually removes the copy protection as such, and thus allows the program to load from non-1541 drives which in some cases just won't load programs with certain protection schemes.

We have not seen this program yet, but we have seen an Amiga copy program which actually removed that part of the disk routines which checks if a dongle is present.

Result: a program disk that no longer needs a dongle to run it. We await with bated breath the next round in the disk protection wars.



"SSHH! - 'ERE 'E COMES... WE'LL GIVE HIM 'ELECTRONIC MAIL'..."

GOODBYE & WELCOME

As mentioned in "Editor's Notes" our regular contributor Phil Guerny has decided to scrap the '64 000 Byte Question' for lack of response by members. However, not to be defeated, Phil has returned into print with a new column called "CURSORY NOTES".

We hope that Phil's new column will be a roaring success.

MILTON WORKSHOP

In April the normal date for the Milton Workshop would be Sunday 19th April. As this happens to be Easter Sunday we thought it prudent to bring this meeting forward to Sunday 12th April !!! Yes, that's right Milton Workshop on Sunday 12th April !

AN AMIGA BARGAIN

Amiga owners should note that in our price list we offer an Amiga Centronics Printer Cable for \$25.00! That is roughly half the price you pay in a shop!

INFORMATION WANTED

Ron Chivers (07/3950621) would like to hear from anyone who is using the Videotex/Viatec system and in particular the "Moneywatch" (or similar) system.

GOODS & SERVICES

PUBLIC DOMAIN DISKS (C-64 & C-128) - \$6.00 ea (Postage Paid)
PUBLIC DOMAIN TAPES (C-64) - \$2.00 ea (+ \$1.00 Postage Per Order)
BLANK DISKS 5,25" (ss/dd) - \$18.00 per box of 10 (+ \$2.00 Postage)
MULTI-COLOURED DISKS 5,25" (ss/dd) - \$20.00 per box of 10 (+ \$2.00 Postage)
COLOURED DISKS 5,25" (ds/dd) - \$22.00 per box of 10 (+ \$2.00 Postage)
DISK BOXES (hold 90 5,25" disks) - \$20.00 ea (+ \$5.00 Postage)
PUBLIC DOMAIN DISKS FOR AMIGA 3,5" - \$10.00 ea (Postage Paid)
BLANK DISKS FOR AMIGA 3,5" - \$50.00 per box of 10 (+ \$2.00 Postage)
DISK BOXES (hold 90 3,5" disks) - \$18.00 ea (+ \$5.00 Postage)
"PUBLIC DOMAIN BOOK" (for C-64) - \$5.00 ea (+ \$1.00 Postage)
"STARTING WITH DISK DRIVES" (for 1541 owners) - \$2.00 ea (+ \$1.00 Postage)
"C-128 MEMORY MAP" - \$2.00 ea (+ \$1.00 Postage)
"AMIGA DOS SUMMARY" - \$3.00 ea (+ \$1.00 Postage)
TURBO-ROM for C-64 or C-128: Members Price - \$40.00
Customised Version (Your choice of Screen Colours + Your Name on Screen): \$45.00
AMIGA SPECIAL PRINTER CABLE - \$25.00
USER PORT PLUG (with Key Way) - \$8.00 (+ \$1.00 Postage)
USER PORT PLUG BACKSHELL - \$3.00 (+ \$1.00 Postage)
USER PORT to CENTRONICS CABLE - \$35.00 (+ \$1.00 Postage)
ADDRESS LABELS (23 x 89 mm) - \$14.00 per 1000
RIBBONS for MPS-1000, GX-80, LX-80 PRINTERS - \$8.00 ea (+ \$1.00 Postage)

ADDRESS all orders to P.O. Box 274 - Springwood - QLD - 4127
Cheques to be made out to: C.C.U.G. (Q) Inc.

UPGRADE CHARACTER EPROM for 801/1525 Printers. - (Gives descenders on p,g,q,y and j.)
(Also requires exchange of ROM chip.) - Supplied & Fitted \$30.00
UPGRADE EPROM to convert 1526 Printer to 802 Printer - \$20.00
Contact Lester Bennett on 800 1243 before 8pm on weekdays for more details.

Available for Hire to Members only: 1526 Commodore Printer
For details contact John Van Staveren on 372 3651 (after hours)

EQUIPMENT MODIFICATIONS

by Anthony Thyssen during Milton Workshop and Graceville Sub-Group meetings.
For further details contact Anthony Thyssen on 371 1233 (a.h.)

SERVICES OFFERED

RESET SWITCHES: Plug-in	\$6.00	RESET RESTORER : Plug-in	\$4.00
Built-in	\$6.00	Built-in	\$6.00
[On some 64's the plug-in switch does not work. In this case you may return it for a refund or exchange.]		[Tap reset switch while pushing this button. This will reset any protected memory program.]	
DEVICE NUMBER CHANGE: Printer/Plotter 4-6	\$6.00	Disk Drive 8-9	\$6.00
TURBO ROM INSTALLED: C-64 with Socket or C-128 \$6.00			
C-64 without Socket or C-128D \$10.00			
WRITE PROTECT SWITCHES (Price to be finalised)			
64/128 SELECT BUTTON \$6.00 (Plug-in or Built-in)			
SERIAL SWITCHING BOX (Order Only) \$14.00			
SERIAL PORT DOUBLER (Order Only) \$14.00			

CURSORY NOTES

by Phil Guernsey

Goodbye "64000 Byte Question". No responses for two successive months means that there is no point presenting interesting information in the form of a quiz. Many people told me that they were actually interested in reading the questions and answers, so I guess the material was OK. Maybe the questions were too hard, the prizes insufficient in value or number, or simply our members don't like quizzes.

Hello "Cursory Notes". I'll continue contributing a page or so to each month's Cursor on bits and pieces I happen to find interesting in the hope that others will also be interested. But no questions and no prizes. Most notes will be on the C-64 because I don't have a PET, C-128 or an Amiga and my VIC doesn't work because of a dud BASIC ROM (anyone got a scrap VIC?). My dictionary says "cursory" means hurried or hasty and these notes each month will definitely be that. If you are annoyed about an error or want to give further information on any point than please contact me. Also any suggestions or information for this page will be very welcome.

* A 10 megabyte hard disk for the C-64? Does any wealthy CCUG member have \$US999 to spare for one of these? It's been advertised and written up in recent US magazines and is said to be usable through a C-64 serial port, or at much faster speeds through the user port. Imagine 39000 blocks free on the directory!

* I've spent most of my computing time in the last fortnight learning the programming language 'C' on the C-64 with the C Power 64 compiler. Not easy. It took me three nights to complete a short program to setup and clear a hi-res graphics screen! Like other languages which require compiling before running, you have to wait and swap disks for at least 4 minutes before testing the latest attempt. Very slow to experiment - but the working program is nothing but slow! As I'll show in my update article on alternative languages (to appear next month), this C compiler gives programs that run much faster than any other 'high level' language and nearly as fast as machine language. The high resolution screen took just 1 second to set up, clear all 8K of hires screen memory and 1K of colour memory. That takes 93 seconds in straight Basic!

* The best new program I've seen this month is Boulderdash Construction Set. For those like me who have found some of the screens in the Boulderdash series a great challenge to beat, demanding analysis, strategy, experience and speed with the joystick, then this program allows you to create the most devilish screens to present to friends. The program is exceedingly well presented and is very easy to use as evidenced by the fact that Eve, my 9-year old daughter, has had no trouble creating some genuinely interesting screens. Recommended.

* There must be warehouses around the USA with stacks of unsold computers of little appeal to anybody but the likes of us. Sometimes there are clearouts as seen by an ad in the December 86 Compute! for 4032 and 8032 PET's in unopened original Commodore boxes (\$US229 and \$US275), 1 Megabyte 8050 disk drives (\$US395) and others. I wonder if there are any stores like that here? The closest I've heard of this in Australia is some out-of-the-back-of-the-truck sales by Commodore in Sydney and the giving away of VIC's to whoever would take them by Brashes in Melbourne last year. My informant about the latter case took two - he felt guilty about taking more!

Answers to the March 1987 Crossword

As discussed elsewhere, no submissions, no winner. Sorry about the reproduction, a magnifying glass would have been handy for the clues!
Following are the answers:

ACROSS: 3 Supermon, 5 Skyfox, 6 Hitchhikers (Guide to the Galaxy), 7 Yam, 11 Boulderdash, 13 Soccer, 15 Juice, 16 Zork, 17 Multiplan, 18 Logo, 21 Summer Games, 22 Jet, 25 Leader Board, 26 Newsroom, 28 Pac, 30 Thing on a Spring, 31 Pogo Joe, 32 Gato
DOWN: 1 FSII (Flight Simulator II), 2 Donald (Donald Duck's Playground), 4 Print Shop, 6 Superbase, 9 Ghostbusters, 10 Geos, 12 Raid over Moscow, 14 Comal, 16 Zorro, 19 Speedscript, 20 Barbie, 23 Tapper, 24 Trains, 27 Elite, 29 Mr Do.

A last minute late entry was received from Ian Fears, President of the Cairns Commodore Users Group, which was regrettably not 100% correct, but A-1 for effort.

You definitely deserve a consolation prize!
(Editor)

LIBRARIAN'S REPORT

by Maurie Hawkyard

MARCH 1987

Thanks to the substantial support we have received from McGraw-Hill, we have now almost completed building up the 'Ladders to Learning' series with both cassette and disk versions.

We seem to be just a bit light on for worthwhile databases and spreadsheets for both C-64 and C-128, so if any members have ORIGINAL programs of these types and are prepared to sell them at reasonable prices, please contact me on 343 5717.

I am particularly looking for Superbase and/or Superbase II (latest upgrades only!), as we have a few programs which require Superbase in order to use them, but as yet we don't have Superbase itself. Remember, originals only please.

Another problem connected with borrowed software has arisen. There have been one or two instances of programs being returned incomplete, minus either instruction books or disks. It is not only an important requirement that programs be returned complete, but also that borrowers notify me PROMPTLY if they discover they have borrowed an incomplete or faulty program.

You will notice that in many instances I have listed the packet's contents on the card envelope so that borrowers can check for completeness. It is not a bad idea to check this before you take the item away.

Members cooperation to this detail is requested.

BYTES

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FOR SALE

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MODCOM 1 MODEM - 300 Baud - \$100.00

Contact Nev Shelley on 300 1061 (a.h.)

C-64 Computer w. Turbo-Rom - \$250.00 1701 Colour Monitor - \$300.00

1201 Amber Monitor - \$150.00

Contact Paul Gunther on 260 5431 (a.h.)

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REVIEWS

PAPERCLIP II for C-128 by Batteries Included

by Jim Vick

I guess a word processor is one utility that every home computer has occasion to use at one time or another and most people have their favourite program which they feel suits them better than any other, so it is very difficult to write a program review without going into comparisons of some kind or another, and I must admit that at times I was tempted to say this or that program was better or worse, but I feel that this particular program deserves to be taken on its merits.

When you buy this program you get more than a word processor. The package includes a telecommunications program, an extremely fast spelling checker and the facility to perform simple database spreadsheet functions.

The program is protected by a dongle; a small box that plugs into the joystick port and without which the program will not run - so don't loose it or you are in trouble!

The program itself is fairly conventional as a word processor, in that it uses formatting commands imbedded within the text to tell the printer when you wish to invoke a special function such as subscript, superscript, underline or whatever. All the usual word processor functions are available such as moving, copying or deleting a block of text, setting margins, centering text, inserting and deleting lines, justification of text, forcing pages - both conditional and unconditional, various levels of indentation etc. etc. One function that I found useful was the fast scroll which was invoked by pressing the control key before pressing the cursor key. This causes the text to fly by at approximately ten times the speed that it normally does - very handy when moving around a large document.

At this point I have to put in my greatest complaint. Most functions are invoked by pressing a key sequence using either run/stop, control, escape or shift as the command key, and up to two other keys to specify the function required. A count of the commands reveals that 137 possible combinations of keys need to be remembered to use all the available options. As well as that, the output format commands, which number 47, have also to be remembered and typed in as required. All in all I think this is too much to remember, keeping in mind that the majority of users would not use it every day, and therefore would have problems in becoming familiar with all the commands. I do feel that a menu system, though a little bit slower to use in some cases, would be far more in keeping with this very powerful and complex program. One of the reasons I upgraded to a C-128 was to take advantage of all these high-tech programs with pull down menus which save the need to frantically flip through the manual every time you wish to invoke a function out of the ordinary.

Now that I have got that out of my system I have to admit that, apart from that one complaint, the program does everything that one could ask, and much much more.

The program supports columns of either text or numbers and these may be moved, manipulated and sorted in various ways, with the numeric columns able to be added and the totals used.

The spelling checker would be the fastest in the business. This document took approximately 50 seconds including correction of one word I had spelt wrongly. The

dictionary has a list of 38 000 words on file, and by putting the dictionary on a double sided disk by itself, it can be expanded up to approximately 100 000 words.

Disk access is extremely fast with file saving and loading taking advantage of the 1571 burst routines. This means that a document of this size appears on the screen within one second of pressing the return key. The program also supports various combinations of disk drives - a single drive, two single drives or a twin drive and, as the whole program is loaded into memory on startup, with two drives you have the opportunity of putting the dictionary disk in one drive and the data disk in the other drive, and leave them in place for the whole session.

Printers have not been forgotten - with facilities to choose from 75 different printers and up to 8 different combinations for each printer, and if you are not happy the facility exists to tailor-make a printer file to suit your self. On a less happy note the configuration file for my MPS 1000 persisted in printing a dollar sign at the edge of the page at the start of every line, although it didn't seem to effect the output with the margins still coming in the right place. I suppose with some further investigation I would be able to determine the cause of this problem.

I didn't get a chance to play with the terminal program, as I don't own a modem, but from what I was able to glean from reading the excellent manual, it seems to have all the features you would expect from a terminal program, plus some.

To sum up, an extremely impressive word processing package with so many features, large and small, that if I tried to describe them all this review would be many pages in length. All I can suggest is that, if you are thinking of a word processor, you don't buy before you have a look at this one. You never know, I might even try to develop my memory to the point where I could learn to manage without pull-down menus!

I am not in the habit of commenting of the reviews of my fellow members, and least of all to criticise their review! Well, as an ex-PaperClip user, and having had a quick look at this latest reincarnation of a well known word processor, I would only like to comment on a few points which Jim raised.

In the league of really powerful word processors for the C-128 it is now a toss-up between the two giants "SuperScript" and "PaperClip II". I fully agree that PaperClip II is probably harder to come to grips with than SuperScript, because of its lack of menus and help screens. However (!) PaperClip is very well documented now with both a Tutorial Guide and a very good Reference Guide, which includes several charts listing all the features of the program. Having used SuperScript extensively my own preferences would still be for PaperClipII if I still owned a C-128.

I particularly like the (limited) column handling of PaperClip which SuperScript didn't offer, as well as its capability to read both Program and Sequential files from other word processors - features which I, as newsletter editor, found extremely useful. No doubt other members will come up with certain features which SuperScript offers and which cannot be matched by PaperClip; this may well be so, and in the last resort it is a question of "I like coffee and you prefer tea".

However, and it is a big however (!), I believe that PaperClipII is considerably cheaper than SuperScript. When I checked last SuperScript 128 retailed for \$150.00 and PaperClip II for \$90.00! If these prices are correct there's really no contest, is there?

Editor

It Ain't Heavy - It's a Brother!

by Lindsay Whipp

Yet another new printer! And tiny, too! Sort of like an MPS 803 in size, so those of you who are concerned at desk "footprint" size of printers should be out of your little minds about this one. But, like the 803, it's so small that it looks like "You touchee - I Breakee!". The review printer didn't break, however. Maybe my conditioning is showing.

The Brother M-1109 is a compact 9-pin Dot Matrix printer offering full Epson-style features, including Pica/Elite typefaces and proportional spacing plus all the other usual goodies such as Super/Subscript, Italics, Bold, Shadow, Expanded, Underlined, Compressed type.

This review is non-proportionally printed in Pica Compressed Shadow, and you will see that the typeface includes rather prominent trailing serifs, which I find a little ugly. But beauty, as they say, ...

On the review printer, which I hasten to add, looks as though it's been around a bit, the friction drive did not evenly grip the paper, and there is no paper-thickness compensation on this printer. After about half a page, the paper started to skew, and some NLD lettering was misregistered. There was a tractor-feed attachment, but a more spindly arrangement would be hard to find. The only place on a printer of this compact size where a tractor-feed drive take-up can be located is on the manual paper advance knob, of which only the top surface is visible, the rest being down in the gubbins of the machine under the ubiquitous plastic cover. Trouble is, of course, that if you attach the tractor (with dinky little plastic gears...) to the advance knob, you can't get at the damned thing to manually advance the paper! There is a motorised Linefeed, but no Formfeed button on this printer.

However, it's easy to be critical. The fact is that this little Brother, although a Centronics or RS-232-only printer, is compact and offers the full range of features. It would suit anyone looking for a word-processing tool for the home or small business. It's priced just below the "Commodore Barrier" of \$500. If you wished to add an interface to enable you to use the printer on Commodore programs, it would be more like \$650, however, and at that price it would be much less attractive. Compared with other recent releases, the Brother M-1109 doesn't shape up too well. Its plus points don't balance its minus points: Centronics/RS-232 only, fairly slow and noisy, poor tractor-feed, no paper-thickness adjustment or Formfeed control, and, most of all, it's price!

Review machine kindly supplied by PR Business Machines, Morningside.

I am again sticking my nose into a review which isn't mine. Again I wholeheartedly agree with the review of Lindsay Whipp, so there!

My reason for commenting on Lindsay's review is that during the last couple of months I have had several inquiries from members regarding this printer.

It turns out that it was reviewed in Sept.86 by CHOICE magazine - out of 12 printers reviewed four were recommended, including the M-1109.

As a subscriber to Choice magazine I have often been appalled by some of their recommendations, particularly in the fields of Photography and Computers. In most cases I have felt that their recommendations have been based on insufficient criteria. Back in June 1985 they did a review on Home computers. In rank order they recommended: Tandy TRS80 Colour Computer II - Commodore 64 - Microbee Educator - John Sands Sega SC-3000H. Only the C-64 has been a marketing success. The reviewer(s) in question completely overlooked the better graphics and sound capabilities, as well as the huge software base of the C-64. Conclusion: Don't put too much faith in 'Choice' when it comes to evaluating computers and related equipment.

Editor

THE RE-INKING OF PRINTER RIBBONS

Following the article in "Random Bits" in the Feb.'87 issue of Cursor on the re-inking of printer ribbons, we have received the following comments by two of our members:

From Wayne Schafer (Tevantin): "I use this technique with a ribbon on my Brother M-110S printer. I seem to recall the suggestion was made in Compute's Gazette.

My old fading ribbon is now typing as well as it ever did, saving me the cost of a new ribbon. The only difference in my method was to use CRC instead of WD-40. Both products are used for similar purposes. I didn't remove the top from the ribbon cassette, just pulled out a short section at a time, sprayed it and then wound it on to spray the next section. If the ribbon is used while wet the printing will be smudged. It took several weeks to dry out to be usable."

[Wayne Schafer's letter was typed with the re-inked ribbon and certainly looked as good as when done with a new ribbon.]

From Fred Hawley (Bathurst): Fred found the tip on ribbon re-inking in the 1986 special issue of "RUN" magazine, and we quote:

"I have used this idea since late last year and would say I've had very good results; extremely faint print from supposedly worn out ribbons will print out in good dark black characters.

I even built a special jig to mount the ribbon cartridge (MPS 803) to facilitate spraying - now I find that ribbons, like cats, have nine lives.

1) - Mount ribbon in jig with the ribbon advance knob downward and gears upward at an angle of 30 degrees from horizontal.

2) - Using the thin tube that comes with the spray can, spray on to the gears, and the WD-40 will flow down through the ribbon coil.

3) - Allow the ribbon to soak and "settle" for about three weeks and load into printer.

4) - I don't dismantle the cartridge, because I had one cartridge fall to pieces - ribbon everywhere!

5) - As an ex-mechanic I know that the oil in the WD-40 will lubricate the print head pins. Another printer maintenance tip: Go to your nearest Tandy store and buy *Special Lubricating Oil for use with Electronic Equipment, in Injection Needle*. (I've forgotten the part number.) Use this to lubricate the 'print head carrier traverse bar' and 'small gears driven by stepping motor'."

We thank these gentlemen for their informative tips. It is obvious that members object to paying the often very high prices for replacement ribbons. As an aside I would like to mention that I have found that the original Japanese ribbons supplied with some printers seem to have a substantial 'longer life' than some Australian made ribbons. Certainly in the case of the Citizen 120-D I find that the Japanese ribbons seem to last longer than some ribbons on other brands of printers.

I also found that when I tried to re-ink a ribbon following the technique described in the Feb.'87 article, there was a tendency for the WD-40 not to "take" all through the ribbon coil, which resulted in patches of ribbon producing faint print. For that reason it might well pay members to try the tips given above.

Editor

SUPERSCRIPT AND THE DPS1101

by John van Staveren

Since I "graduated" from Easy Script to Super Script, I was annoyed that I could not print special characters like: { } | ` , etc. I knew that my Daisy wheel contained these characters, the problem was that I could not find a way of using them from Super Script, like I could from Easy Script. (Refer my article in Cursor October 1986, page 9).

After asking many people and trying innumerable times, I found the solution at long last. Sharing my new-found knowledge might help some other users of Super Script with DPS 1101 printer, even though your Daisy Wheel might be a different one than mine. The method I used may be helpful to find the solution to your problem.

```
First of all I made a simple print-out of all 256 characters:
for I=0 to 255
  print#4,I;Ch$(I)
next
```

I was surprised to see that the special characters I was looking for, were not 123, 124 etc., as I had used them in Easy Script and as they were listed in the CBM Daisywheel printer file, but:

```
192 `
219 |
220 `
221 |
```

Once I realized that, I could change the last 4 lines of my Defaults Printer File to the proper numbers.

The last part of the printer file looked like:

```
Printer initialise sequence
:
35: hash
36: dollar
64: @
91: [
92: $
93: ]
94: up arrow
123: l cb should be 219
124: v bar should be 220
125: r cb should be 221
126: tilde should be 222
```

Now it was a matter of calling the characters I wanted by their Code numbers, and printing them.

I found that the last 11 lines of this Printer file does this. It assigns them to the keys, which in normal use, produce the # \$ @, etc.

If I change for instance the Character Code on the first line from 35 to 219, then when I type # my Printer will print {.

Since the first 7 characters are useful to me, I left them in their original state, as indicated on the keys.

The last 4 keys, which can be changed, have no use in their original setting. They are:

the shifted +, the cbm -, the shifted - and the shifted pi keys.

I therefore changed their setting to the following:

```
219: left curly bracket=shift+
220: vertical bar=cbm-
221: right curly bracket=shift+
192: accent grave=shift pi
```

So when I now press the shifted + key, my printer prints {, etc. I could have changed the sequence, but this seemed convenient to me.

The other "special symbols" like €, ", ¢, etc. can still be produced by entering "escape"(fl,f,e), followed by y, j, k, etc. as mentioned in the Printer Manual.

MAIL BOX

Dear Ralph,

For the past little while I have been applying my spare time to writing a Superbase program to do with 'Dairyfarming'. It has now reached the stage where an expression of interest from other readers and dairy farmers would be appreciated. I would particularly like to hear from anyone in the industry to whom I might be some help.

Also, I would like to encourage those members who get time to write and enter computer programs in the Public Domain area by offering to organize a regular prize (small enough to be inexpensive yet tangible enough to further continued interest). I suggest that the simplest way to do this is for the organiser to receive contributions on disk (programmed on one side only). The prize of free programs could be returned to the contributor on the reverse side. I may be contacted at any time.

Vic Mobbs - P.O. Box 54 - Landsborough Q 4550 - Ph. 071 94 1330

Dear Vic,

Thanks for your offer of a Superbase Dairyfarm application. As you own a C-128 I assume that the application is written for Superbase 128. Interested members should contact you direct.

I'm afraid that I am unable to endorse your suggestion for giving prizes for Public Domain software. After all, those people who write programs either sell them if they have a commercial potential or, if they don't have this type of potential, they make them freely available by putting them in the Public Domain. Recognition of their efforts consists of a few REM statements with their name and address. This in itself is sufficient reward for the dedicated hobbyist. If everything that we do for our favourite hobby has to be financially or otherwise rewarded we may as well call it quits now, because a hobby is largely about input and output, not INCOME!

Dear Ralph,

I have been using a Citizen 120D printer for the past six months. I also endorse every word of both of you and Lindsay Whipp. I have been able to write printer files for both Faperclip and Wordwriter 128 which take advantage of the capabilities of the Citizen 120D. However there is one problem I have not been able to solve. When the 120D is connected to my Commodore 128D computer I find that the printer must be turned on for the disk drive to work. I know the printer is set to device 4 and that the drive is device 3, but if the printer is connected and is not turned on the computer gives me a "Device not Present" error! I'm not keen on the idea of changing the printer from device 4, as most software assumes device 4 for the printer. Any hints on a way around this problem?

David Lindgren - Clifton Springs (V.)

Dear David,

You have struck the deadly serial bus lockup bug, which only manifests itself if you use the 120D with a C-128. Short of buying the Commodore serial interface for the MPS1200 (really the 120D under another name), there seems to be no remedy.

On the following page of this newsletter you will find an overview of the MPS1200, where we will detail the differences between the 120D Commodore serial interface and the MPS1200 Commodore serial interface.

THE COMMODORE MPS 1200 PRINTER

by Greg Perry & Ralph De Vries

Without too much fanfare Commodore has recently released the MPS 1200 printer. Rumour has it that Commodore had 'problems' with Epson, the manufacturers of the MPS 1000, and thus had to look elsewhere for a new printer supplier. They ended up on the doorstep of the Citizen Watch Co., who manufacture a range of computer printers. One model is the Citizen 120D which was reviewed very favourably in last month's issue of Cursor by Lindsay Whipp.

The outcome of Commodore's negotiations is the MPS 1200, Commodore's own version of the Citizen 120D. Our President, Greg Perry, has just taken delivery of one of these printers and here follow our conclusions.

As far as appearance is concerned the MPS 1200's case is in the current Commodore colours (call it beige, fawn or off-white!), slightly larger in overall appearance than the 120D, but internally they are identical. Documentation of the printer is as good as that for the Citizen 120D, which means it is the best that Commodore has ever done, but could be confusing to the beginner. (But then so are all printer manuals!) Price is round about \$500.00.

As both printers have identical features there's no need to restate those. Just look up Lindsay's review. So, where is the difference? In two words: The Interface.

The Commodore serial interface of the 120D only worked in one mode, namely the 1525/801 mode, BUT it did allow you to access almost all features by means of programming or, in the case of the better word processors, by modifying the printer files. As Lindsay pointed out, this works just fine. However, when using the printer with Graphics programs such as NEWSROOM, GEOS etc. one can only use it in the 801 mode, which in some cases can be a limitation. A slightly more serious problem has been found to exist for C-128 users. The printer has to be on at all times, or there is a lockup on the serial bus and you are unable to access the disk drive. (I wonder if any 128 users have tried to reverse the devices on the serial line, i.e. computer - than printer - than drive, rather than drive followed by printer?)

The MPS 1200 interface is designed by Commodore and differs from the 120D interface, in that it offers the user the option of using the printer in 801 mode or, by throwing a dipswitch on the interface, in Epson FX mode. This offers the best of both worlds, as you can now choose between the two modes, which means it is possible to customize the 801 printer file in Superscript with all Epson features by means of standard Epson escape sequences, or alternatively one can set the printer up in Epson mode and merge it with an Epson printfile. Graphic programs can now use the Epson mode which often results in a better graphics printout, as the printer can print 80 dots per inch in Epson mode, as against 60 dots per inch in Commodore (MPS801) mode. This is particularly noticeable in programs like GEOS. We also produced a letterhead using Printmaster in both Commodore and Epson mode. Again both text and graphics looked considerably better in Epson mode, because of its tighter (denser) dot structure. It also appears that the lockup bug of the C-128 has been cured with this interface.

So, which printer to buy? If you own a C-128 the answer is simple - it has to be the MPS 1200 because it doesn't have the bug. For C-64 and other 8-bit Commodore owners the answer is less straight forward because, apart from the differences in the interface, the Citizen 120D offers a 6 months warrantee against Commodore's 3 months.

(When are computer companies going to offer a more extended warrantee? Have they got so little faith in their own products?)

Amiga and PC owners should buy the Citizen 120D as the Centronics interface offers both Epson and IBM modes and seems to work just fine - and there's that 6 months warrantee! At this stage Commodore does not sell a Centronics interface for the MPS 1200, so there really is no competition there!

HOW TO MAKE A FASTER DISK

With the arrival of Kickstart/Workbench V. 1.2 you might well wonder what to do with all your old software that runs under V. 1.1. In some cases you will find that commercial programs will not run under 1.2. In this case hang on to your Kickstart 1.1 disk and use this to run this software. If however you find that your commercial software will run under Kickstart 1.2 you might like to try the following routine which we found in the latest issue of "Amazing Computing". It allows the use of the faster disk access routines which are found in version 1.2.

1. Kickstart with version 1.2
2. Be sure to use Workbench 1.2 next.
3. Open a CLI window.
4. Place a blank disk in your outboard drive, df1:.
5. Type the command line:
`system/format drive df1: name empty noicons`
 Press <RETURN> when prompted for it, then wait for the CLI prompt to return.
6. Type the following five commands in turn:
`install df1: <cr>`
`addbuffers df0: 20 <cr>`
`addbuffers df1: 20 <cr>`
`copy c:copy to ram: <cr>`
`cd ram: <cr>`
7. Remove the Workbench 1.2 disk from df0: and replace it with the disk to be copied, "YOURDISK"
8. Wait for the df0:drive to stop.
9. Type the command line:
`copy df0: to df1: all <cr>`
10. Go for coffee until the CLI prompt returns.
11. Remove "YOURDISK" from df0: and replace it with Workbench 1.2
12. Type the command lines:
`cd df0: <cr>`
`relabel df1: YOURDISK <cr>`
- 13 Label your new "YOURDISK" disk and put away the old copy as a backup.

The name "YOURDISK" should of course be replaced with the disk's original name!

--000--

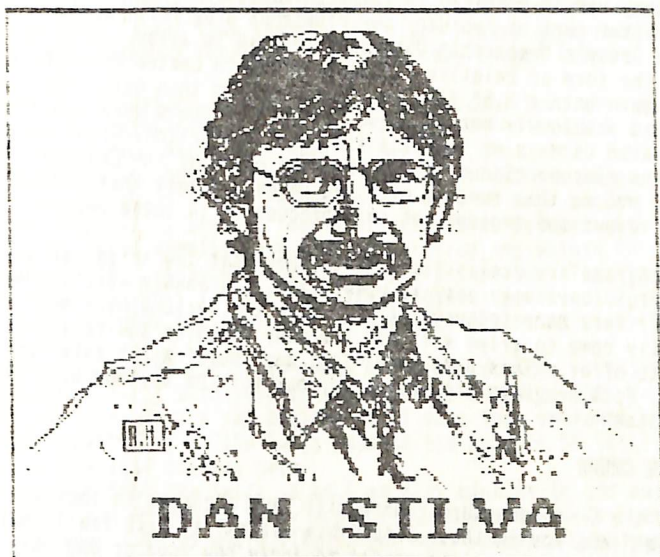
MINI REVIEWS

by Ralph De Vries

Amiga software is starting to come thick and fast now. Some of it brilliant, some of it pretty good and some of it pretty yukky! The main thing is that quite a few programmers are now really getting to know what the Amiga is really all about, which means that the software is capable of doing things which are either very difficult or impossible to do on other computers. Yes, there are still some major gaps in software availability - really good word processors are still in the category of vapour ware, but my guess is that these holes will be plugged within six months or so.

DELUXE PAINT II

It is claimed that DeLuxe Paint has sold more Amigas than all other software combined, and this may well be so. DeLuxe Paint II has added so many more features that I could fill up several pages detailing them all. The one real complaint about the earlier version of DPaint was the instruction book which was very sketchy, to say the least. Well, the new version has a vastly improved set of instructions which now include several tutorials to acquaint the new user with some of the more esoteric features of this very fine program. One very noticeable fact is that sophisticated programs like this really can do with considerable more memory than 512K.



Recently I read somewhere that, when it comes to books, readers can quote you the name of the author, but never the name of the publisher. When it comes to computer software however, users can quote you the name of the publisher, but never the name of the programmer! Well, here's Dan Silva's picture, the programmer of DeLuxe Paint.

Remember the name - he is a brilliant programmer.

Which brings me to a very sore point indeed about DeLuxe Paint II. Not only do the Australian distributors (Commodore Business Machines) set ridiculous high prices for Amiga software (yes, you may call it rip-offs), but in the case of DeLuxe Paint II they don't even offer an upgrade survice to existing users of DPaint, as is done in the USA. This sort of tactics won't win you any friends Commodore! You have only got yourself to blame if there's an increase in illegal copying of Amiga software.

SUPERBASE PERSONAL

In a recent review of this new program in the English ICPUG newsletter it was said that this program should sell a lot of Amigas. After having had a good look at Superbase Personal, I am inclined to think that this may well be so, and thus this program could join DeLuxe Paint in doing exactly that. The brilliant author of SB is Simon Tranmer, who is well known for his other Commodore programs, 'Easy Script', 'Super Script' for C-64 & C-128 and Superbase for the C-64 and C-128.

If you have used Superbase in these earlier versions for Commodore computers you will be in for some real surprises. These programs were always considered to be very good, but rather difficult to use, and that's an understatement of some magnitude!

Superbase for the Amiga has only the name in common with its predecessors. Imagine a relational database program where there are virtually no restrictions on field or record size, where at any time in the future you can change, alter, delete or add fields, indexes etc.! Total flexibility in setting up date fields, numeric fields and lots more. You can have a maximum file size of 17 Gb - yep, that's 17 000 Mb! In case you cannot grasp that concept, that's roughly equivalent to the total contents of the Unabridged Oxford English Dictionary (appr. 65 million words), plus the entire Encyclopaedia Britannica in one file! That means of course that you would need some 20000 3.5" disks to store it or over four hundred 40Mb hard disks! The mind boggles! Enough said. Superbase Personal appears to be a tremendous program and deserves an extended review by somebody who is prepared to fully investigate all its capabilities

During the latter part of February our President Greg Perry wrote a conversion program for the Group's Membership Data Base program to allow him to upload the data (originally in the form of Relative files) by modem to Lester Bennett, who in turn downloaded the data onto a 3.5" disk and then imported this data into a Superbase file which he had previously set up. Thus a couple of hours work converting this data has literally saved us days of retyping all this information. Great work, gentlemen!

We do have the aforementioned review from the pages of the English ICPUG newsletter on file, but as this runs to over ten pages, we felt that discretion is the better part of valour and decided not to reproduce it in these pages!

These two programs are really starting to show what the Amiga can do. Both are extremely powerful, basically easy to understand, reasonably well documented, but because of their very many features it will take the serious user many weeks, or even months, to really come to grips with all the many features and facilities which these programs have to offer. (This also means that any 'bugs' might take their time in surfacing too!) Both programs are expensive, but for the serious user they may well be a wise investment.

DEFENDER OF THE CROWN

I hope that the C-64 adventure gamers will have a chance to look at this two-disk Amiga game from Mindscape in their Cinemaware series; it will really make them drool! Not being an adventure gamer, I am unable to judge how good or bad this one is, but I do know that the graphics are absolutely breathtaking, and again show off the fantastic graphic capabilities of the Amiga. Have a look at this one and become an Amiga convert! The sound heard over a set of stereo speakers is pretty good too!

The graphics are by James Sachs, who designed a lot of pictures for Aegis. If we had a picture of this gent we would have printed it too - he is so good!

--oo--

Well, these aren't reviews in the ordinary sense - more a series of first impressions. As software becomes more powerful it also becomes harder to write a really good review without at least spending some weeks working with it.

For that reason we are now looking for reviews by people who actually use the software. As an example, there are now several CAD (Computer Aided Design) packages available, but these can only be reviewed successfully by professional users.

These would be a lot more useful than the normal ecstatic reviews in the commercial magazines which always have to be taken with a pinch (or a handful) of salt.

We found some interesting comments in the Dec.86 issue of "Guide to Computer Living". It appears that the Canadian company "Batteries Included" (famous for 'Paper Clip' and 'Consultant' for C-64/C-128) was less than enthusiastic about issuing software for the Amiga. They have in fact done reasonably well with Atari ST software. But recently they have put out feelers on the Compuserve network re Amiga software and support, and it now appears that they will come out with some real goodies for the Amiga in 1987. That's good news indeed.

AMIGA JOTTINGS

With the imminent arrival of the new model Amiga's (see 'Random Bits') we can look forward to a considerable increase in Amiga membership. Currently we have some 55 Amiga members on the book, but we feel that by the end of the year the Amiga members will exceed 100 comfortably. This will bring in its wake a new series of logistical problems with which the committee will have to cope (meeting rooms, office bearers, lecturers etc), but also some entirely new problems which we have not encountered before.

Up till now most new members have been so-called 8-bit users (PET's, VIC's, C-64 and C-128), and the great majority were completely new to computers when they joined. This meant that we could steer them towards the right books, magazines, Basic programming courses etc. After a period of time then they became (more or less) computer literate.

With the Amiga the situation is substantially different. Even with the new (cheaper) model we can anticipate an outlay of between \$1500 to \$2000. This will effectively prevent it from becoming a mega seller like the C-64.

The major difference is that a substantial portion of current Amiga owners have owned or used a variety of different computers, so here we have a case of new members who are very much computer literate. Then there are those members who have primarily bought their Amiga's for a specific applications program (eg Deluxe Paint etc.), and they just want to run their programs and not much else besides. The last category will consist of the relatively few (at this stage anyhow) members for whom the Amiga is their very first computer and they have to start from scratch as is the case with most of our C-64 users.

Our main problem is how to reconcile these different strands. A fully fledged Pascal or C programmer isn't much interested in a talk on Amiga DOS. To them that is all old hat. On the other hand a raw beginner will soon lose interest in a lecture on Assembly language programming on the Amiga because the subject is totally beyond him/her. So there is a real dilemma here.

The simple truth is that the Amiga is both an easy machine to use and a very difficult machine to really get to know. Hopefully the answers will come in due course, but in the mean time we would like to get some comments from present Amiga owners with their considered opinions.

ADD-ONS

In America it has been shown that most Amiga owners buy as a first priority a second 3.5" disk drive. Most of us who have gone from one drive to two drives know what a blessed relief it is to virtually cut out the eternal disk swapping, although with the new Version 1.2 operating system it is now quite easy to form a RAM disk, thus taking the worst of the tedium out of this exercise.

The second most-asked-for add-on is memory expansion, usually of 512K or 1 or more Megabytes. It is a fact that programs such as Deluxe Paint, VIP Professional, etc. need more than the standard 512K to operate successfully. In America a 512K expansion module retails for \$US375.00. (We don't know of an Australian distributor or price.)

However in the USA Commodore has announced a 512K expansion for the new model 500 for \$US150.00 - quite a difference in price! This may not be compatible with the Model 1000 though!

Currently some of our members are engaged in putting the new Kickstart 1.2 into ROM chips. We believe the cost of this operation is around \$100.00, but it does free up the RAM chips which were previously used by Kickstart, so you have another 256K of memory available for programs and programming, which is a very nice bonus indeed.

At this stage we don't know how successful this operation is, but first reports are very encouraging. It is hoped to have a full report in a forthcoming issue of "Cursor".

Adios!

GAMES CORNER

by Jamie Ogden

MINI REVIEW

GAUNTLET (U.S. GOLD)

Well, I have to say that U.S. Gold is starting to bring out some good titles lately, and this is an excellent arcade conversion. The title page is fantastic and they have put a lot of work into the set-up screen and font.

Very good instructions with hints on how to make your own map. You have a one- or two player option with a choice of four different characters, namely a Valkyre, Elf, Wizard and the mighty Thor. Each character has its own special attributes, e.g. the Wizard is strongest with magic, etc. The music is very impressive, although there are only sound effects during play. Well, now you know what it is like and how to play it, so the rest is up to you. Will you raid the piggy bank, or not?

IDEA	GRAPHICS	SOUND	HOOKABILITY	VALUE	OVERALL
82	93	89	87	87	90

HINTS AND TIPS

BOUNTY BOB STRIKES BACK

This old but amusing classic can be easier to finish than you think. Step one is to blow the dust off it, enter the number 57502 in the special code box and hold 'F3' and 'A' together. Get the game started and type in the screen you want to start on, e.g. 02 for screen two, or 28 for screen twenty-eight.

MERCENARY

Walking doesn't get you far in this game, so you need transport, and here's where you get it

CRAFT TYPE	LOCATION	TOP LAND SPEED	TOP AIR SPEED
Land Dart	09,05	3837	----
Car	12,13	825	----
Palyar Diamond	03,00	1650	1650
Dominion Dart	08,08	1650	4950
Jet	**, **	825	7400
Dominion Dart (w. power amp.)		3300	9900
Cheese	11,13	3300	9900
Intergalactic Craft	03,15	----	Escape Velocity

Also it is easier to steal the spacecrafts than to buy them. Hint - when the enemy is about to attack you, just land and get out of the craft. The bullets hit you and the enemy ships go away, leaving your ship in one piece.

I've decided to be nice to the Brissie boys and girls, because TWO (!) Brisbane members have finally come through with the goods.

(This will come as a surprise to Jamie, as he had received only one letter from Brisbane - the second one was sent directly to yours truly! --- Editor)

SPRITEKILLER

Well, this one is a bit of Brissie Magic. Type in the following listing (disk or tape version), and read on:

```

1 REM TAPE SPRITEKILLER MAKER
2 I=49152
10 READ A:IF A=-1 THEN 50
20 POKE I,A
30 CH=CH+I+A:I=I+1
40 GOTO 10
50 IF CHK=9875754 THEN PRINT "ERROR IN DATA STATEMENTS":END
55 PRINT " INSERT TAPE THEN PRESS A KEY"
60 GET A#:IF A#="" THEN 55
65 POKE 43,0:POKE 44,192
70 POKE 45,200:POKE 46,192
80 SAVE "SPRITEKILLR 49152",1,1
400
500 DATA 169,011,141,248,007,169,000
510 DATA 133,251,169,000,133,252,169
520 DATA 001,141,021,200,173,134,000
530 DATA 141,033,200,133,025,141,000
540 DATA 200,169,000,141,001,200,169
550 DATA 001,141,023,200,141,023,200
560 DATA 032,063,200,155,252,032,169
570 DATA 133,169,251,033,133,192,169
580 DATA 063,169,155,033,133,001,177
590 DATA 201,133,133,033,133,192,255
600 DATA 200,041,133,000,169,040,173
610 DATA 169,197,133,001,200,002,169
620 DATA 141,002,201,001,200,253,200
630 DATA 200,133,000,136,200,201,040,200
640 DATA 200,133,033,155,002,201,040,200
650 DATA 011,133,033,105,000,133,252,169
660 DATA 063,133,201,043,200,016
670 DATA 133,051,055,233,064,133,251
680 DATA 169,003,233,000,133,252,076
690 DATA 040,003,233,004,240,003,076
700 DATA 040,136,169,063,169,000,145
710 DATA 251,136,132,255,200,247,076
720 DATA 044,003,133,253,074,074,074
730 DATA 074,032,232,003,165,253,032
740 DATA 232,003,165,253,036,041,015
750 DATA 201,010,024,040,002,105,007
760 DATA 105,040,076,210,255,032,060
780 DATA 065,078,032,032,-1

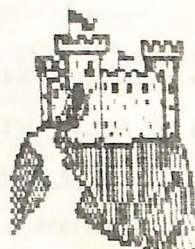
```



```

1 REM DISK SPRITEKILLER MAKER
2 I=820
10 READ A:IF A=-1 THEN 50
20 POKE I,A
30 CH=CH+I+A:I=I+1
40 GOTO 10
50 IF CHK=2003258 THEN PRINT "ERROR IN DATA STATEMENTS":END
55 PRINT " INSERT DISK THEN PRESS A KEY"
60 GET A#:IF A#="" THEN 55
65 POKE 43,52:POKE 44,3
70 POKE 45,252:POKE 46,3
80 SAVE "0 SPRITEKILLR 820",8,1
400
500 DATA 169,011,141,248,007,169,000
510 DATA 133,251,169,000,133,252,169
520 DATA 001,141,021,200,173,134,000
530 DATA 141,139,200,133,025,141,000
540 DATA 200,169,000,141,001,200,169
550 DATA 001,141,023,200,141,023,200
560 DATA 032,063,200,155,252,032,169
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580 DATA 063,169,155,033,133,192,255
590 DATA 201,133,133,033,133,001,000
600 DATA 200,041,133,000,169,040,173
610 DATA 169,197,133,001,200,002,169
620 DATA 141,002,201,001,200,253,200
630 DATA 200,133,000,136,200,201,040,200
640 DATA 200,133,033,155,002,201,040,200
650 DATA 011,133,033,105,000,133,252,169
660 DATA 063,133,201,043,200,016
670 DATA 133,051,055,233,064,133,251
680 DATA 169,003,233,000,133,252,076
690 DATA 040,003,233,004,240,003,076
700 DATA 044,003,201,004,240,003,076
710 DATA 044,003,169,063,169,000,145
720 DATA 251,136,132,255,200,247,076
730 DATA 044,003,133,253,074,074,074
740 DATA 074,032,232,003,165,253,032
750 DATA 232,003,165,253,036,041,015
760 DATA 201,010,024,040,002,105,007
770 DATA 105,040,076,210,255,032,060
780 DATA 065,078,032,032,-1

```



Run the program and you will get a prompt to enter a disk or tape. Press a key and your SPRITEKILLER program will be saved OK. Now load up the program which is to be despritedified (That's a new one for the Editor!), and make sure you remember the SYS number to start the game. Now load in

"SPRITEKILLER 820", 8,1 for DISK, or
"SPRITEKILLER 49152", 1,1 for TAPE.

Use the Plus and Minus keys to flick through the sprite pages or use Shift for fast forward/backward. When you spot the sprite you wish to delete press F1. Hit Run/Stop and Restore to exit and then SYS to the start address of the game. The tape version might interfere with a few games, but don't give up!

My thanks to Daniel Phillips for this contribution.

The following hints are from Marc Renton:

BOMBO 64

When the game has loaded and the music on the title screen begins, type "SCORE", and you will be able to go around without being killed.

BOMB JACK 64

Load the game and play as normal, but when the "Game Over" message appears, tap the Reset switch and type SYS2243.

GHOSTS N' GOBLINS 64

Load the game and Reset. Then choose from these Pokes:

POKE 12707,255 - Speed up game 10 times.

POKE 12707,240 - Back to normal

POKE 7777,0 - No moving monsters

POKE 7777,168 - Back to normal

Type 'SYS 2090' to restart the game.

And for a map on "How to Win" in DRAGON'S LAIR, send \$2.00 and a self addressed envelope to: Marc Renton, 10 Sphinx St., Balmoral, Q'ld, 4171.

--ooo--

Well, that's it for another month. My thanks to Daniel Phillips and Marc Renton for their contributions, but I need lots more to keep this column going!

Send any Hints, Tips, Pokes and Cheats to:

Jamie Ogden, 493 Alice St., Maryborough, Q, 4650

All contributions will be acknowledged. In the mean time, HAPPY HACKING!

---oo0oo---

ROBERTS' RULES OF INALIENABLE COMPUTER ORDER

- 1 You will never have an extra blank disk.
- 2 If you do bring along a blank disk, you won't need it.
- 3 If you don't bring along a blank disk, it will be the only available opportunity to obtain a copy of a hitherto unattainable, and uniquely appropriate program.
- 4 If someone else is watching while you are doing anything on the computer, anything at all, it will screw up. (a technical term.)
- 5 The percentage chances of screwing up increase in direct proportion to the size of your audience. If you are demonstrating anything to a User Group your chances of crashing are about 487 to one in favor. But if you should happen to be demonstrating anything on national television, you don't really have a chance. Or a prayer.
- 6 No matter how simple it seems to you, your explanation will be more than s/he wants to know.
- 7 You will amaze yourself at how much you know.
- 8 You will amaze your Mother at how much you know about computers.
- 9 Your Mother will believe that you have an alternate career just waiting to throw money at you.
- 10 Your Mother will be wrong.
- 11 None of your old friends will want to play computer with you.
- 12 You will make new friends.
- 13 You will always have one disk envelope too few. Or too many.
- 14 The only pieces of data you will ever lose are the ones you were going to save just as soon as you finished typing a couple more lines.
- 15 Any game you beat persons under the age of 9 at will automatically be deemed too easy.
- 16 The update of your program will use the keys for something entirely different in this version than it did when you first learned it.
- 17 The longer the copyright notice, the faster the program will get cracked.
- 18 You will not understand it the first time you read it in the manual.
- 19 You will understand it better the next time you read the manual. For no discernible reason.
- 20 When you are late for an interview and need a last minute copy of your resume your printer will go down. It will always go down. It doesn't care.
- 21 Nowhere in your repair manual will it ever tell you what you really need to do - which is to turn the damn thing off and get yourself a cup of tea.
- 22 You will never know what a user file is.
- 23 The price of anything you buy will stay the same until the actual impact of your money on the bottom of the cash drawer, at which time it will automatically re-list itself in next Thursday's paper at 30% less.
- 24 Staring at the screen for 97 continuous minutes will not necessarily reveal to you the secret location of any colon that should have been typed in as a semi. Or vice versa.
- 25 It will always seem like your friend got a better deal.
- 26 No program you get from the A.P.C. will run on your computer.
- 27 The 008 number will be busy.

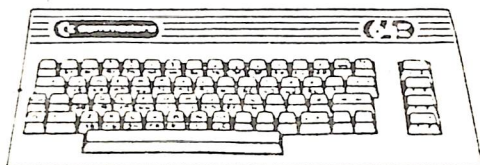


Borrowed (and slightly modified) from the 'Guide to Computer Living'.

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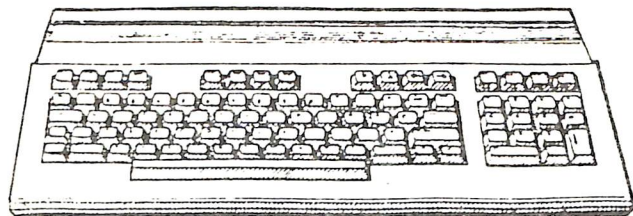
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Greg Perry can be reached only between 10 am and 4 pm, and Maurice Hawkyard can be contacted between 9 am and 5 pm.

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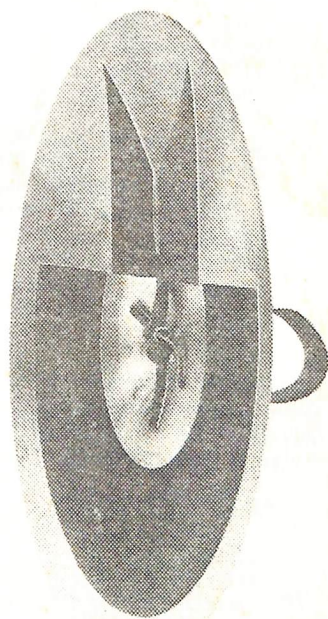
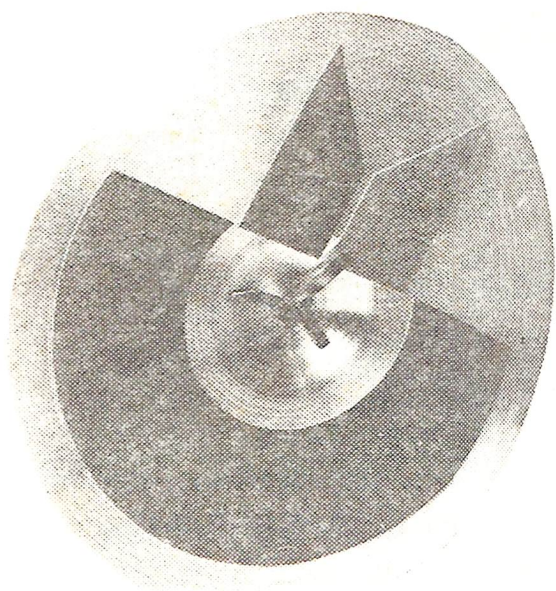
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